

## How the Box League works

### Who can enter and how?

The box league is open to all over 14 years of age. There are no charges for the box league, you just need to cover the courts costs by bookings a court as per normal in club or on Clubright. To enter, email [info@beactiveurmston.org](mailto:info@beactiveurmston.org) with your name, telephone number and playing ability level. Once up and running you would ideally, play someone from the league to gauge your relative ability but it is not a big issue as everyone eventually finds their level.

### What is the purpose and spirit of the league?

The league functions for friendly, social competition. Players are expected to be polite and respectful, and players with a poor attitude are liable to be removed from the league. Let calls should only be a point ("stroke") if you are both certain. If in doubt about any call, replay the point.

### How does the league work?

Each month you must contact the other players in your box via Kaizala and play a match against them. Agree the scoring format in advance – it's up to you. All that counts is who wins so you can play a set, five sets, 60 minutes or simply toss a coin! All matches should be played according to England Squash rules.

### Who should contact whom?

Please contact everyone in your box via Kaizala. Do not wait for others! There are no points awarded for un-played games unless one person concedes the match due to being unavailable.

### Box League Rules

Each box normally consists of 4 players, but this may be increased.

At the end of the month you must submit your results on the Box League Notice Board by the first day of the new month at the latest. The top player in each group will normally be promoted and the bottom one relegated. However, with players entering and leaving the league this is not always the case! Also, anyone obviously in at the wrong level may be shifted accordingly for everyone's benefit.

New players may challenge into any box (except for Box 1) so long as there are no more than 5 players already in the chosen box.

New players may join the bottom box without requiring to challenge in.

To challenge into a box, please contact [info@beactiveurmston.org](mailto:info@beactiveurmston.org) with your name, email address, contact phone number and your preferred box. You will then be added to our Kaizala group to allow you to communicate with other in your box and view the scores.

A challenger must win 2 or more matches in their challenge box in order to permanently join the league.

A successful challenger will immediately be included within the promotion/relegation rules within the challenge box at the end of the month

If a challenger fails to win 2 matches, the challenger may re-challenge into the same or lower box in

the next month.

If a challenger is successful on entering a box this will normally cause 2 players to be relegated from the box and from all lower boxes, potentially causing a 6 (or even 7) player box to be formed at the bottom end of the league. This rule may be affected by other events.

If a player leaves a box this will normally cause 2 players to be promoted into the box and into all lower boxes, potentially causing a 4 player box to be formed at the bottom of the league.

If the existing player count increases from 24 to 25, this would necessitate going from a 6 box/4 player arrangement to a 5 box/5 player arrangement, causing some unexpected repositioning of players. This will usually require more or fewer players to be promoted, relegated or remain where they are in the next month.

If a player does not play any matches in a given period, they will normally be relegated in favour of promoting a player from the box below who has played their matches. This might cause more than 2 players to be promoted/relegated.

If a player regularly fails to play their matches (over a 2-month period) they will be removed from the league.

### **Walkovers and Forfeits**

Player A may claim a walkover over Player B if:

- Player B fails to turn up for a scheduled match.
- Player B cancels a previously arranged match and then Player A is not available to play the match for the remainder of the month.
- Player B cancels a previously arranged match and then cannot play at any other time suggested by Player A in the remainder of the month.
- Player B cancels a previously arranged match and there is no time or court availability for the remainder of the month to rearrange the match.

Players who become unable to play for a significant period of the month or who leave the league part way through the month will automatically forfeit all their outstanding matches for that month and walkovers will be awarded to the other players in the box.

If a player leaves a box after having played only 1 match, the match result will not be included in the total scores for the month.

### **Box League Points**

Points in the boxes are awarded as follows:-

Each match is best of 5 games.

Points are awarded as follows:

- 1 point for playing the match
  - 1 point for each game won in the match (mark these scores on the box notice board)
  - 1 point for winning the match
- 1 bonus point if you play all your matches in the month

### **In the Event of Tied Box Points**

In the event of players having the same number of points at the end of the month, final box

positions will be determined based on the following criteria taken in order 1 to 5 :

- 1 - Winner of the game between tied players
- 2 - Player with more victories
- 3 - Player who played most matches
- 4 - Player who concedes the fewest games
- 5 - Player with most wins against higher positioned players in the box

If STILL equal after considering 1 to 5 then a coin flip by the League Administrator decides.

All decisions regarding box re-organisation are at the discretion of the League Administrator.

If anyone has any better suggestions or improvements to the rules please let us know so we can agree and amend.

### **Matches and Game Scoring**

- Matches are the best of 5 games
- American scoring (every point scores), first to 15 points wins the game.
- If you serve and win the rally you score a point and keep the serve
- If you serve and lose the rally, your opponent scores a point, and you hand over serve to your opponent
- When you receive serve, you can choose to start serving from the left or right service box, then alternating after each point won
- If a game reaches 14-14, play 2 clear (e.g. 16-14, 17-15)

### **Adding Your Match Scores**

Once your match is complete and your scores agreed please add your score to the results table for your box on the Notice Board. Enter Player A's game points in the match against their initials and Player B's point against their initials. So if Player A Beat Player B 3 - 2. Player A would mark 3 against their initials and Player B mark 2 against their initials